

TALLARN TANK MODE

Unofficial 30k expansion

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As the great crusade wore on, the old reliable Malcador battle tank started getting phased out and replaced in the Legio Astartes by the Land Raider. This tank fulfilled both the role of a battle tank and armoured troop carrier and could operate in any environment. But as the heresy began, many legionaries found the armament of the Land Raider insufficient in dealing with other marines, and so, brought back the Malcador tanks stored away favoring its heavier armament over that of the Land Raider

INTRODUCTION

This expansion was created to let players of the Horus Heresy game play out battles using only armoured vehicles, bear in mind that it is currently in Beta stage, and changes may occur.

What you need to play this expansion:

Dice and tape measure.

A Horus Heresy army consisting of only units with the (Tank) and (Super Heavy Vehicle) type.

A deck of playing cards.

A battlefield to play on, sized 8' by 6'

THE RULES

In order to make this game mode fair and enjoyable to both sides, a new initiative system has been implemented using playing cards. Before the game begins, take out the cards Ace-2-3-4-5-6-7-8-9-10 of Hearts and Spades from the card deck, divide these into their respective colours and give each player a deck selected randomly.

At the start of each turn, both players place a card face down next to each unit in their army. Once they have done so, flip all the cards and start moving units alternatively according to their assigned card, starting with the lowest.

Meaning that Player 1 starts by moving the unit with the assigned Ace card, then Player 2 does the same, player 1 then moves the unit with the assigned 2 card, and so on. If a player happens to have more than 10 units, all units that were not assigned cards move and shoot during the same initiative step after initiative 10.

The same system applies for shooting, meaning that the units that move first also shoots first.

This system has been implemented to reduce the chance of player 1 simply obliterating the enemy army turn 1.

Command Tank

The army's warlord has got the added ability to, instead of moving and/or shooting, it way switch the cards of two allied vehicles that are both within 12" of the warlord during the warlords initiative step.

Rhino Command Tank

Even tho not your warlord, a Rhino has got the same ability of switching initiative of friendly vehicles, but because of its intricate command systems, it may switch the initiative of friendly vehicles within 24" instead of just 12".

ARMY SELECTION

This game mode is meant to be played with only tanks, thus, you may only play armies solely comprised of units with the (Tank) and/or (Super Heavy Vehicle) type.

This in effect means that Astartes players may only play this mode using the Armoured Breakthrough rite of war, or using super heavy tanks in the Leviathan rite of war.

Since there are no troops to transport in this game mode, all tanks that are also transports, reduce their cost by the number of infantry it can carry, meaning that Spartans are discounted 25p and a Land Raider Phobos is discounted 10p

Factions that are not capable of fielding armies using only tanks may use their "basic tank" as troop options, and any tank as their HQ choice. For example, Imperial Cults & Militia may use Leman Russ tanks armed with battle cannons as their compulsory troop choices, and may use any Leman Russ variant as their HQ choice.

If in doubt regarding fielding these armies, discuss with your opponent what seems fair and makes sense.

THE MISSIONS

Three custom missions have been created for this game mode representing the fluidity and brutality of tank warfare, off course, any mission could be played using this game mode, but these missions are special tailored for the use of mass tank formations.

Each mission consists of 8 turns with the chance of a 9th rolled for at the end of turn 8 on a 4+.

Who starts? The player given the Hearts cards always begins turn one, after that the players alternate who begins each turn.

Deployment. The player given the deck of spades selects which deployment zone to deploy in.

NOTE! The mission images were hastily drawn in paint and are of utter shit quality and not to scale.



The Fellblade super-heavy tank was a feared and respected weapon during the Great crusade, even more so during the Horus heresy when it was turned on its former allies. One of these engines of destruction could turn the tide of a battle, and a company could decide the outcome of an entire campaign. Among its variants could be found the Glaive super-heavy tank, wielding experimental armament devastating enough to turn a company of marines to ashes in a single salvo.

MISSION ONE - FLANK RUN

In this mission, both sides are trying to exploit an open flank, while at the same time holding their ground.

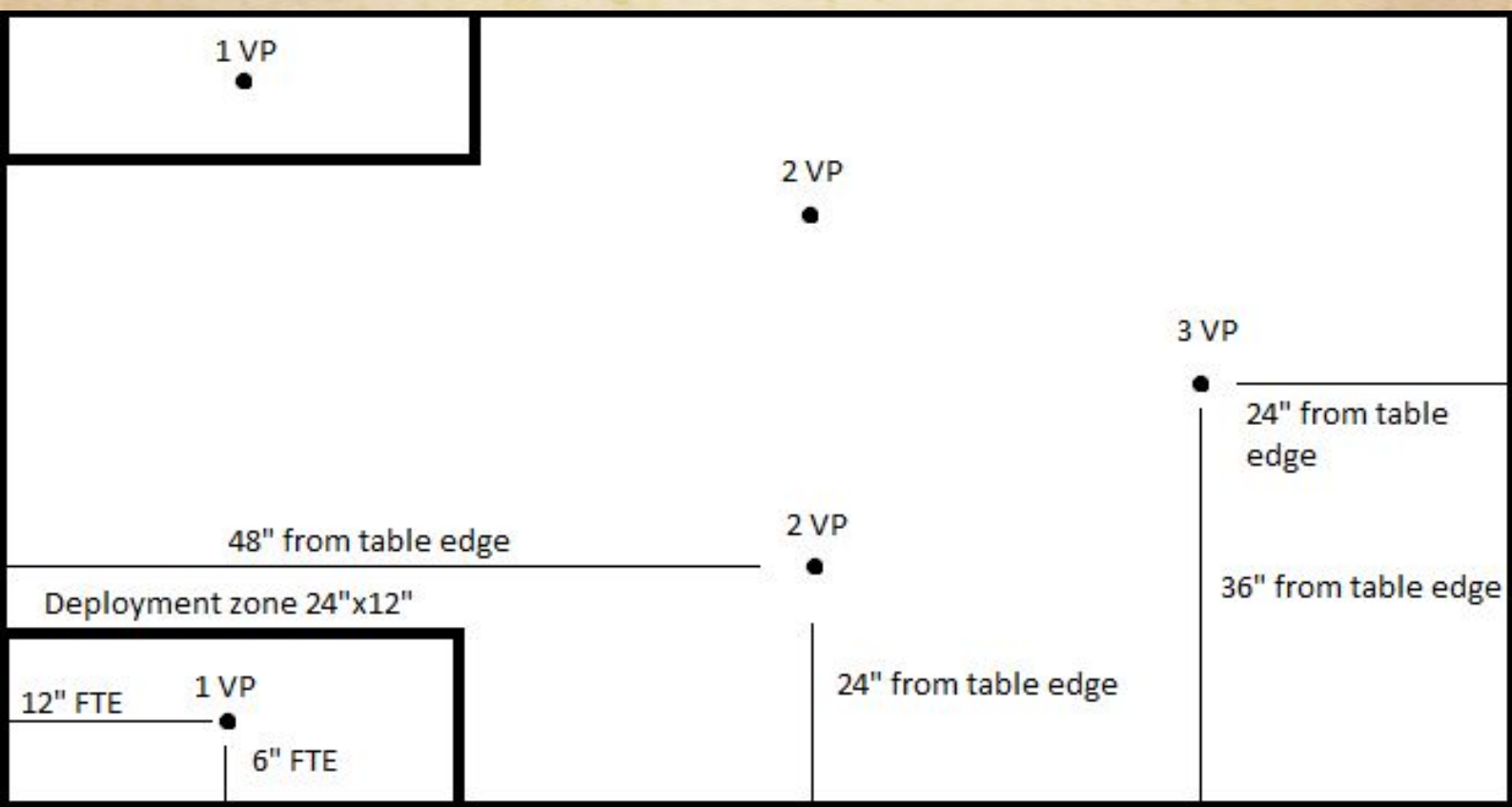
Mission objective

Secure the objectives. At the end of the game, any unit within 6" of an objective counts as holding that objective. If an enemy unit is also within 6", no side holds the objective.

Secondary objectives

Machine Killer. The side that has stripped the most hull points from the enemy gains 1 VP

Slay the Warlord. 1VP is gained for killing the enemy warlord.



MISSION TWO - COUNTER ATTACK

Tanks have smashed through the lines, and a counter attack has been mounted by the opposing side.

Divide the table into 8 pieces (36"x24") then determine deployments as usual. The player gives the Hearts card deck deploys in the opposite corner, labeled 4VP.

Mission objective.

At the end of the game, multiply each hull point present in each square by the VP indicated, the further away from your deployment zone it is, the more it's worth!

Secondary objective

Slay the Warlord. 1VP is gained for killing the enemy warlord.

0 VP

1 VP

2 VP

4 VP

Deployment Zone

1 VP

2 VP

3 VP

MISSION THREE - CLASH OF THE LINE

Hostile forces clash in a true test of character and will.

Mission objective.

Kill points. For each tank unit destroyed, score 1VP.

For each super heavy vehicle unit destroyed, score 2VP

Secondary objectives

Machine Killer. The side that has stripped the most hull points from the enemy gains 1 VP

Slay the Warlord. 1VP is gained for killing the enemy warlord.